

TOTALLY UNAUTHORIZED SECRETS TO

DONKEY KONG COUNTRY 2™



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TOTALLY UNAUTHORIZED SECRETS TO

DONKEY KONG COUNTRY 2TM



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GAME BASICS

Donkey Kong Country 2 features many of the same bonuses and obstacles that you encountered in the first version of the game—with a few new surprises. Before beginning your adventure, let's get you up to speed on the Barrels, Special Moves, Animal Friends, Baddies, Places to Go, and some of the cool Bonuses you'll find in DKC 2!

BARRELS

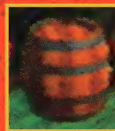
You'll encounter lots of barrels in Donkey Kong Country 2, each with its own special danger or bonus. Here's a description of each one:



BONUS ROOM BARRELS

(a.k.a. Bonus Barrels or "B" Barrels)

These are the spots to look for—they mark the locations to the Secret Rooms. Jumping into these barrels launches you into the Bonus Rooms.



THROWING BARRELS

These barrels are excellent weapons—toss them at oncoming baddies.



DK BARRELS

Bust these open if you're without your monkey buddy—you can always find a companion inside one of these when you're traveling solo. If you have Diddy and Dixie, you can't break open these barrels when they're in mid-air.

SPINNING BARRELS

There are two types of Spinning Barrels: You can move Steerable Barrels in any direction, but Portable Barrels can be moved only to the Right or Left.



BARREL CANNONS

There are three types of Barrel Cannons: Arrow Barrels send you flying in the direction of the arrow; Blast Barrels launch you to a predetermined location; and Delayed Blast Barrels let you aim the barrel before you blast out.

STAR BARRELS

(a.k.a. Midway Barrels or Continue Barrels)

Star Barrels mark the halfway point of each level. Always bust these open, so if something keeps you from finishing the level, you'll at least be able to start back at the halfway point.





CHECK (✓) AND X BARRELS

(a.k.a. Gate Switch Barrels)

These barrels open and close the gates on the roller coasters. The check (✓) opens the gates, while the X closes them.

TNT BARRELS

These barrels explode when thrown. But don't forget that some Kremlings live in TNT Barrels.



PLUS (+) AND MINUS (—) BARRELS

(a.k.a. Timer Barrels)

Both the Green Plus (+) and Red Minus (—) Barrels appear on the roller coaster levels. Tagging a Green Plus (+) Barrel will add time to the game clock.



Don't hit Red Minus (—) Barrels if you can help it—doing so will subtract time off the game clock and you'll have less time to finish the level.

DIDDY AND DIXIE BARRELS

These Barrel Kannonns can only be used by a certain character. If Diddy's on the Barrel, only he can use it—the same is true for Dixie's.



ANIMAL BARRELS

These barrels have pictures of Dixie and Diddy's Animal Friends on them. When you jump into one, you are transformed into that animal. Jump into another barrel with the same animal likeness, and you gain an extra life.

BIPLANE BARREL

You can rent this flying barrel from Funky Kong to fly back to levels that you've completed.



SPECIAL MOVES

Besides the basic moves from Donkey Kong Country, Diddy and Dixie have a couple of Special Moves of their own.

DIXIE'S HAIR FLIP

Dixie can use her blonde ponytail to pick up items. She can hold the items over her head and throw them at enemies giving her a unique throwing angle.

DIXIE'S HELICOPTER FLOAT

Use Dixie's hair for a ponytail spin move that slows her fall and adds distance to her jumps. When she's on the ground, Dixie's ponytail can be used to bash enemies.

DIDDY'S CARTWHEEL ATTACK

Hold Down and Forward on the D-pad while pressing the Y button to perform this rolling attack that bowls enemies over.

ROPE CHAINS

Dixie and Diddy can move sideways, up, and down on the rope chains.

RIDING THE BALLOONS

This is a totally new way to travel in Donkey Kong Country. Move the balloons over hot air streams to get a real lift. Use the D-pad to steer your movement, but be careful—you will descend gradually until you get more hot air.

PIGGYBACK

10

Press the A button to jump onto your partner's shoulders. This allows you to throw your piggybacker up to high ledges to reach barrels and tag enemies.

GAME BASICS

THE BADDIES

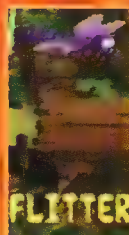


ZINGERS

The bees are back in town! You'll find them in almost every level. Throwing items will destroy the yellow ones, but not the red ones. Don't let Dixie or Diddy touch either type.

FLITTERS

These blue dragonflies can be useful enemies. Jump on their backs and use them as stepping-stones.



CAT-O'-9-TAILS

Be careful around these ferocious felines—they can pick you up, spin you around, and throw you.

SPINY

(a.k.a. Porcupettes)

This porcupine's sharp quills will harm Dixie or Diddy if it gets too close. Pelt it with items to defeat it.



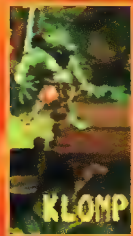


LOCKJAW AND SNAPJAW

These piranhas are fast and deadly. If you get too close, they'll take a bite out of you. Avoid them or use Enguarde to attack them.

CLICK-CLACKS

These bugs have tough shells to protect them—it will take two jumps on their backs to get rid of them. After you pounce on these guys once, they flip over. When flipped, you can pick 'em up and throw them at other enemies.



KLOMP

These peg-legged Kremlings aren't that tough—they can be defeated with almost any attack.

KACKLE AND KLOAK

These ghostly creatures aren't alive, and they want to share their deadness with Dixie and Diddy.



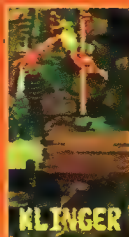


KLOBBERS

These Kremlings hide in barrels—using them as armor. They'll push you around a bit and get in your way, but won't seriously hurt you—they will steal your bananas.

KLINGERS

These guys climb on ropes and rope rigging to get in your way. They also slide down ropes quickly to reach out and grab Dixie or Diddy. Throw objects at them to defend yourself, or use avoidance tactics.



NEEKS

Almost any attack works on these nasty rats. Roll them, bounce them, or pelt them with items—just don't let 'em touch you.

KABOINGS

These large Kremlings bounce around on two springy peg legs. If you can pounce on them, do so. Throwing an object at them also works.





KRUNCHA

This guy's blue, but turns red and gets angry when you attack him. Avoid him when he's mad, because Diddy and Dixie's attacks won't work.

KLAMPON

Big mouths and sharp teeth make these guys worth avoiding. If you can stay clear of their mouths, you can defeat them by pouncing on their backs. Throwing objects at them also works.



FLOTSAM

These stingrays are found underwater. They swim relatively slowly and are predictable, but should still be avoided. They can only be defeated if you're riding on Enguarde.



SHURI

These starfish spin toward Dixie or Diddy as they swim underwater. Avoid them at all costs.



KANNONS

These large dudes carry cannons and shoot cannonballs that can be deadly. Pouncing on these guys' heads or throwing objects at them are the best ways to defeat them.

KLUBBA

He's big, green, and carries a large club. Don't try to cross his bridge without paying the toll.



KABOOMS

These Kremlings live inside TNT Barrels. Get ready for a bang if one pops out when you're nearby!

KROOKS

These guys have two large claws that they use to grab Dixie and Diddy. A good pounce or hit with an item will defeat them..



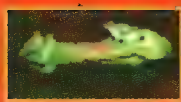


PUFTUP

This odd-shaped fish gets larger and larger as it rises from the depths of the sea. Avoid these spiked fish while underwater, and beware of their shooting spikes. Only Enguarde can defeat them.

KUTLASS

Watch out for this little guy's huge swords. When he misses an attack, his swords get stuck in the ground, making him vulnerable to attack. Avoid him unless he's gotten himself in this jam.



KROCHEADS

The green crocodiles can be used as stepping-stones to cross water. The brown crocodiles will throw Dixie or Diddy upward when they step on them. Avoid these creatures when their mouths are open.

ANIMAL FRIENDS

Diddy and Dixie have a bunch of Animal Friends they can team up with along the way for some added powers.



SQUITTER THE SPIDER

Spinning webs is Squitter's specialty. Use him to build platforms you can climb across, and to shoot webs at your enemies.

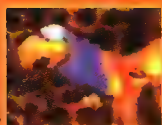
CLAPPER THE SEAL

Though you can't take Clapper with you, he can help you out by making waterways passable by cooling lava, or changing Lockjaw-infested waters into ice.



RAMBI THE RHINO

Your powerful rhino pal is back! Hold down the A button for Rambi's Power Charge. He'll use his pointy horn to knock enemies out of your path.

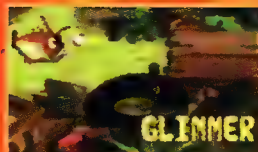


SQUAWKS THE PARROT

Squawks can either carry you around to higher ground or spit nuts at oncoming enemies. The blue Squawks—which appears on only one level—is not able to fire nuts and can only float down.

GLIMMER THE FISH

Glimmer can brighten your way through the dark water-ways of Krem Quay with his headlight.



ENGUARDE THE SWORDFISH

Enguarde's pointed nose will bop enemies out of your way in underwater areas and give you better mobility.



RATTLY THE SNAKE

Rattly can get Dixie and Diddy to greater heights by using his spring tail. Clear a safe path by bopping enemies' heads with Rattly. Hold down the A button to power up his Super Jump.



PLACES TO GO

There are lots of places that your monkey friends can visit in DKC2 besides the normal levels. Each place has its own special purpose to help you along, but be prepared—this assistance is not always without a cost.

FUNKY'S FLIGHTS

Visit Funky for a free ride to any area that you've already completed.



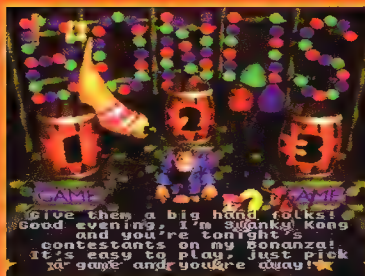


CRANKY'S MONKEY MUSEUM

Cranky will provide you with guidance toward hidden items. Pay him a few coins, and he'll give you some helpful hints.

KLUBBA'S KIOSK

Bribing Klubba with 15 Kremkoinns will take you to a Lost Level. Be sure you visit all the Lost Levels to see the real ending of Donkey Kong Country 2.



SWANKY KONG

Pay your money and take your chances at correctly answering trivia questions posed by Swanky. If you guess correctly, you can win some bonus items. The drawback? It costs Banana Coins to play.

WRINKLY KONG, HEADMISTRESS OF KONG KOLLEGE

The headmistress will teach you all you need to know about the basics, but at a cost. If you don't want a refresher course, go anyway to save your game.





PIRATE PANIC



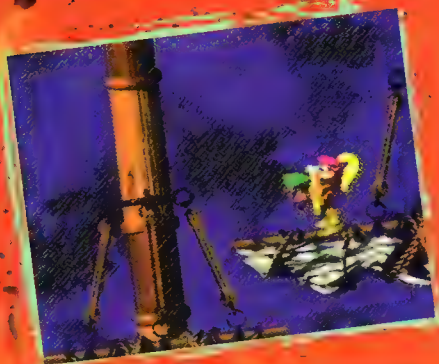
MAINBRACE MAYHEM



GANGPLANK GALLEY



LOCKJAW'S LOCKER



TOPSAIL TROUBLE



BOSS: KROW'S NEST

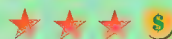
WORLD 1:

GANGPLANK GALLEY

PIRATE PANIC



MAINBRACE MAYHEM



GANGPLANK GALLEY



LOCKJAW'S LOCKER



TOPSAIL TROUBLE



BOSS: KROW'S NEST

LEVEL 1: PIRATE PANIC

HINTS & SECRETS

Balloon. At the starting point, move to the right, drop down, and enter the cabin—you'll find an Extra Life Balloon inside.

Rambi. You'll find your rhino pal in a box on the deck. Jump on the box to open it and release him—he'll come in handy when you need to smash the cabin door.

Green Balloon. Run Rambi past the "No Rambi" Sign to pick up two extra lives.

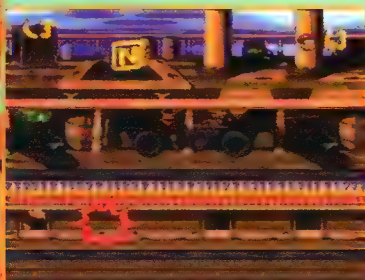
Banana Coin. Grab the DK Barrel to get Dixie and return to the start location. Have Dixie jump on Diddy's back (A button), then press Up and the Y button to discover a hidden barrel and a Banana Coin.

Rambi's Charge. While riding on Rambi, press the A button (while he's standing still) to build up his energy to charge. Release the A button and he charges forward, smashing through doors and into enemies.

No Fear. Enemies in barrels who run around are not dangerous. They just get in the way.

Bonuses Below. Netting on the ship's floor is a clue that there is something below.

Bonuses Above. Single bananas in shapes, such as arrows or letters, are clues. Toss Dixie up when you see the clues to grab a coin.

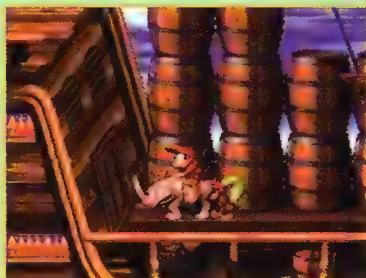


BONUS ROOM 1

Just before you see the Letter N, drop into the gap in the ship. At the bottom you will encounter a baddie beside a barrel. Jump on his head if he gets annoying. Run to the right and smash the wall into the first Bonus Room.

BONUS ROOM 2

The second Bonus Room is located behind the door that the arrow of bananas is pointing to. Charge up Rambi's super charge, then smash the door open to enter the second Bonus Room.





DK COIN

The DK Coin is located just beyond the second Bonus Room. Hop from the barrel onto the higher stack of barrels, then jump to grab the coin.

LEVEL 2: MAINBRACE MAYHEM

HINTS & SECRETS

KONG Letters. All four letters can be found in the nets above you.

Run & Jump. To reach the first Bonus Room, give Dixie a running start before she flies to the net and jumps into the Bonus Barrel.

Caution. Klingers (the enemies that climb on the nets) are best avoided, but you can throw objects at them.

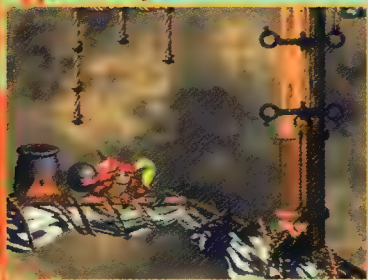
Green Balloon. High up in the mast above the Star Barrel, you'll see a single banana floating on the mast pole. Jump at the banana and it changes into a Blast Barrel that shoots you up beside a Green Balloon.

BONUS ROOM 1

Right at the beginning of the level, have Dixie jump off the edge to the boom and float to the right until she catches the ropes. Jump off the ropes to the right and land in the Bonus Barrel.

Objective: Find the Token.





BONUS ROOM 2

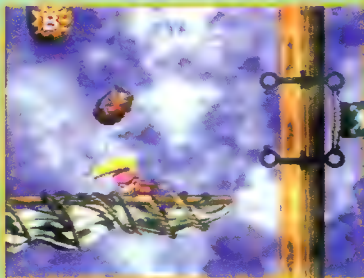
For the second Bonus Room, you must carry the cannonball to the cannon and jump in. Ka-boom!

Objective: Destroy Them All.

BONUS ROOM 3

The last Bonus Room is located at the top of the level—as far up and left as you can go. You'll need to have both players so you can throw your partner into the barrel.

Objective: Collect the Stars.



DK COIN

After you exit the last Bonus Room, run all the way to the right and grab the DK Coin.



MONKEY MUSEUM

Cranky Kong has some tips for you—if you pay him.

LEVEL 3: GANGPLANK GALLEY

HINTS & SECRETS

Beating the Baddies. Klomp (pegleg bad guy) and Kaboing (jumping peg leg) are defeated by jumping on their heads.

Locked Chests. Some must be smashed open by throwing them into the enemy. You'll find bananas and other goodies inside.

Letter O. Have Dixie jump on Diddy's back so you can reach the top of the three-barrel stack—you'll find it up there.

Caution. Remember, if you pounce on Kruncha, he gets angry and turns red, making him invincible. Get some help from Rambo or throw your partner at him to get the job done.

BONUS ROOM 1

The first Bonus Barrel is located right at the start. Hop to the top of the stack of barrels to hit it.

Objective: Find the Token.



DK COIN

After you exit the first Bonus Room, jump back up to the barrel—but don't go in. Instead, make a long jump to the hooks to the right—you'll discover the DK Coin just ahead.



BONUS ROOM 2

The second Bonus Room is located after the Exclamation Point (!) Barrel. You will approach a stack of barrels. Work your way up the stack, eliminating baddies as you go until you reach the top. The Bonus Barrel is up there!

KONG KOLLEGE

School is in session at the end of Level 2.

LEVEL 4: LOCKJAW'S LOCKER

HINTS & SECRETS

Beating the Baddies. Flotsam Fish (flat stingray) and Lockjaw (piranha) can only be dealt with safely while you're riding Enguarde.

Prepare to Stab. While riding Enguarde, hold the A button to charge up his attack, then release it to shoot forward. This skewers all fish in his path.

Banana Coins. At the starting point, press against the left wall. You'll drop into a secret passage with two Banana Coins.

Skip to the End. Once the level fills with water, swim to the left (where you found the two Banana Coins). Swim up into the large indentation in the wooden wall above and a Barrel Cannon will teleport you to the end of the level.

Enguarde. Your swordfish friend appears twice in this level.



BONUS ROOM

After picking up Enguarde, move up through the crates with floating bananas and you'll find bananas in the shape of a letter A. Bust through the wall to your right to enter the Bonus Room.

DK COIN

The DK Coin is found on dry land, near the end of the stage. Look for two starfish near the top after finding the Letter G. Use Enguarde's charge to swim quickly to the right before the water drains.



SWANKY'S BONUS BONANZA

Win extra lives at this swank pad by answering questions correctly.

LEVEL 5: TOPSAIL TROUBLE

HINTS & SECRETS

Rattly. Hop on the rattlesnake immediately. Riding him is vital to getting around safely.

Movin' on Up. Always try to keep moving toward the top of this level.

Zingers. You must throw an object at the bees or jump on them with Rattly to destroy them. Don't let Diddy or Dixie touch these pests.

Avoid a Sting. When climbing horizontally on a rope, jump over Zingers to avoid them.

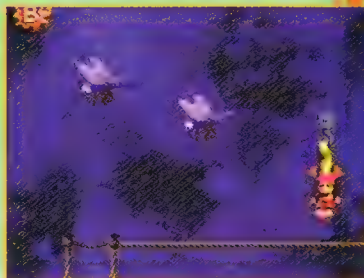


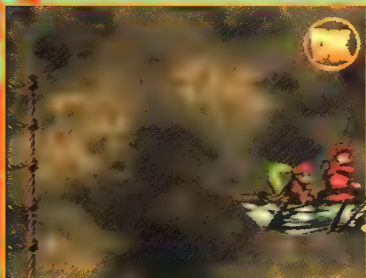
BONUS ROOM 1

The first Bonus Barrel is located at the top of the far right mast level. Either throw your partner up to reach the platforms, or use Rattly's Super Jump to reach the Bonus Barrel.

BONUS ROOM 2

The second Bonus Barrel is located above a horizontal rope guarded by two dragonflies. Jump straight up from the middle of the rope onto an invisible hook, then use the enemies like a staircase to the Bonus Barrel.



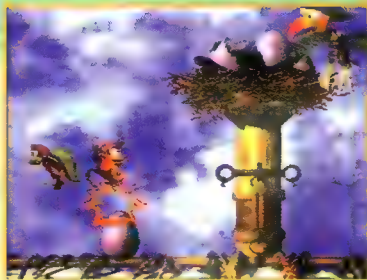


DK COIN

After leaving the second Bonus Room, climb to the top of the second rope ladder. From here, leap right to grab the coin.

BOSS: KROW'S NEST

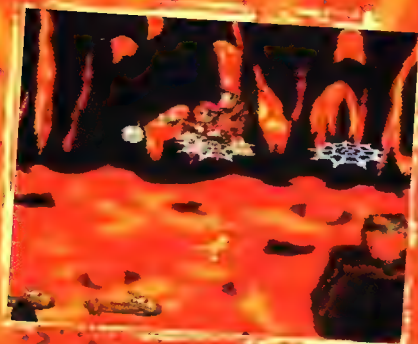
To beat the Boss, you need to jump on the bouncing eggs that he drops so that you can pick them up and throw them at him. Some of the eggs do not bounce—they simply fall through the floor. You can't pick these up, and you're asking for trouble if you attempt to bounce on them. Just to be safe, always wait for the eggs to hit the ground at least once before you pick them up or jump on them.



After you've hit the bird two times, he gets pretty angry. At this point, the eggs begin falling from the nest. Pick up the eggs that land on the boom. Hit Krow two more times and he's done for.



If you still have both characters at the end, throw your partner into the nest and collect two Banana Coins.



HOT HEAD HOP



KANNON'S KLAIM



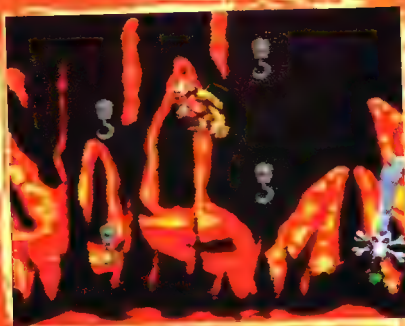
LAVA LAGOON



RED-HOT RIDE



SQUAWKS'S SHAFT



BOSS: KLEEVEVER'S KILN

WORLD II:

CROCODILE CAULDRON

HOT HEAD HOP



KANNON'S KLAIM



LAVA LAGOON



RED-HOT RIDE



SQUAWKS'S SHAFT



BOSS: KLEEVEVER'S KILN

LEVEL 1: HOT HEAD HOP

HINTS & SECRETS

Bonus Lives. At the start of the level, grab the dark chest above the cave. You'll get a 2-Up balloon by opening the chest (throw it at an enemy).

More Bonus Lives. After you've finished Level One, you can return for more Bonus Lives. Grab the chest, hit your enemy with it, pick up the balloon, press Start to pause the game, and then press Select. This will earn you two lives each time you do it.

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WORLD TWO

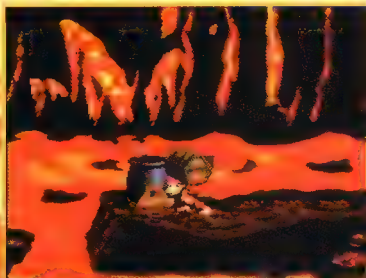
KrocHeads. These brown alligator heads toss you in the air when you step on them (while crossing lava).

Squitter the Spider. This Animal Friend spits two different webs. The Y button shoots a small weapon web; the A button shoots a large web that you can stand on. Press the A button once to shoot and again to stop it. Webs only lasts a few seconds. Use this technique to create stairs.

Banana Coin. The first one is the treasure chest past the Letter K. The second one is just before the Letter N.

1-Up Balloon. When you see the "No Spider" sign, get ready to grab this balloon—it's near the end of the level.

Other Bonuses. Create web stairs to scope for cool stuff up high.



BONUS ROOM 1

Break the treasure chest below the Letter O to get the cannonball. Take the cannonball to the right across the lava and put it in the cannon.

Objective: Collect the Stars.

BONUS ROOM 2

Near the end of the level, there's a visible Bonus Barrel just out of reach. Throw your partner up into it to enter it. Once inside, the goal is to find the token. Use webs to climb up toward the middle of screen. Just before you get to the Letter G, you'll see some bananas in the shape of a letter A—this is the clue to travel up and find the Bonus Barrel.





DK COIN

You need to have the spider to nab the DK Coin. Use Squitter's web to climb above the bananas in the shape of a letter Y.

BONUS ROOM 3

After the big slope with the Zinger flying up and down, you'll see a pair of bananas, with another set of bananas above and to the right. Use Squitter to make web platforms, then follow the bananas like stairs to reach the Bonus Room.

Objective: Find the Token.



LEVEL 2: KANNON'S KLAIM

HINTS & SECRETS

Letter K. Travel upward to find the first letter.

Caution. Avoid flying barrels.

Letter O. The second letter is to the left near the enemy shooting cannonballs. Pass the level marker and go up to get there.

Super Jumps. Hold down the Y button while traveling through barrels to jump farther and reach each barrel.

Caution. It takes precise timing to avoid Zingers while traveling from barrel to barrel.

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WORLD TWO

Letter N. Only Diddy can reach the third letter by launching from the DK Barrel.

Letter G. The last letter is in the treasure chest after Bonus Room 3.

Funky Flights II. Your favorite monkey airline opens for business on this level.

Chopper Action. Use Dixie's Helicopter move to search the levels by climbing up and floating down.

BONUS ROOM 1 & DK COIN

At the beginning of the level, jump all the way to the right using Dixie's Helicopter move to reach the first Bonus Barrel. The DK Coin is in here. Make Dixie jump and spin all the way to the right to pick up the coin.



BONUS ROOM 2

When you see a DK Barrel at the top of the screen with a vulture perched to the right, turn back to the left, and use Dixie's Helicopter move to make the jump to the Bonus Barrel.

Objective: Beat the Clock.



BONUS ROOM 3

Go left from the DK Barrel. You'll see a banana floating in mid-air to your right. Jump so that you will hit the banana. You'll land on a flying barrel that will bounce you to the left and on top of an enemy, right next to a Bonus Barrel.

Objective: Find the Token.



LEVEL 3: LAVA LAGOON

Enguarde. Pick up your fishy friend down and to the left of the Star Barrel.

Letter O. The second letter is up and to the left.

Swim Fast. Don't waste any time in the water. Eventually, it heats up and turns back into lava—ouch!

Red Balloon. Take Enguarde to the "No Fish" sign to earn an extra life.

More Time. Find (!) Barrels to stay underwater longer.

BONUS ROOM

Near the Star Barrel, take the barrel from the right and throw it at the wall next to the "No Enguarde" sign to enter the first Bonus Room.

Objective: Destroy Them All.



DK COIN

You'll find it below the target at the level's end.

LEVEL 4: RED-HOT RIDE

HINTS & SECRETS

Ride the Balloon. Go right to the the first Hot Air Balloon. Each time a barrel enemy hits you, you lose bananas. Ride the blue Hot Air Balloon (using the D-pad to control your direction). As it loses air, it sinks. Look for steam going upward to refill the balloon during long trips.

Banana Coins. Near the entrance cave, you'll find two Banana Coins floating above you. Throw your partner up there to nab them.

Letter K. You'll discover the first letter is along the second blue Hot Air Balloon ride.

Rambi. Pick up your rhino buddy and travel right. You must avoid the two Zingers while floating on the balloon, but Rambi can smash those bees if he hits 'em head on.

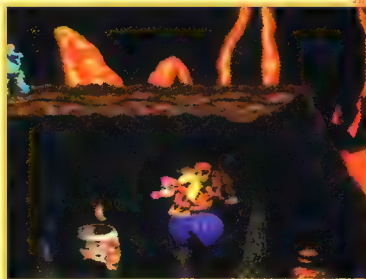
Letter N. Use the DK Barrel to nail the top Zinger, then ride the balloon over the bottom Zinger to get the third letter.

Caution! You must switch balloons while simultaneously avoiding Zingers.

Zinger War! When crossing three vertical bees, use the TNT Barrel to blast the bottom one, then use the balloon to travel safely below the other two.

BONUS ROOM 1

Immediately after the Star Barrel—at the balloon with the DK Barrel resting on it—ride the balloon back down to the left. You'll float under a plateau and find the Bonus Barrel.



DK COIN

The DK Coin is located above the balloon that's protected from above and below by Zingers. You need to get rid of the top bee with a barrel, jump to the balloon, and then throw your partner straight up in the air to snag the coin.



BONUS ROOM 2

Switch balloons and continue traveling to the right. You'll find a hidden cave near the two blue enemies. Use Rambi to smash the door open.

LEVEL 5: SQUAWKS'S SHAFT

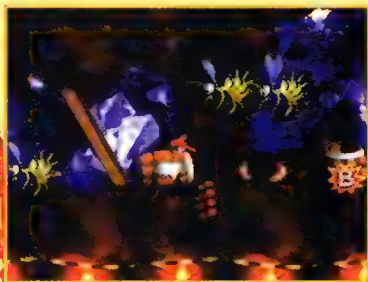
Letter O. You can find the second letter just before the crate holding Squawks. The Letter O is hidden in the Krook just before the crate. You must destroy the Krook to get the letter.

Squawks. You can fly with Squawks using the B button. He also shoots seeds by pressing the Y button. Seeds don't hurt the red Zingers, but will take care of the yellow ones. If Squawks gets hit by an enemy, your character will also take damage.

Crack the Krooks. Go behind them and use Squawks to shoot nuts and rid yourself of these baddies.

Hidden Coins. There are two hidden Banana Coins near the Bonus Barrel.

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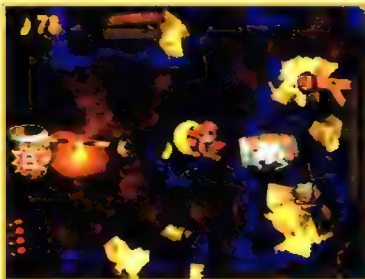


BONUS ROOM 1

Approach the platform on the left side of the playing field with three peg-legged crocs on it and a Blast Barrel directly above it. Do a running jump to the right to reach a spinning Blast Barrel. Fire it when it's facing up and to the right to get into the other Barrel Cannon. Fire this one directly right, (under the Zingers) to get in the Bonus Barrel.

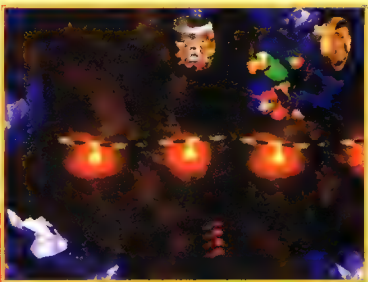
BONUS ROOM 2

At the halfway point you'll see a Blast Barrel up and to your left. Jump and throw your partner into this barrel to reach the Bonus Barrel.



BONUS ROOM 3 & DK COIN

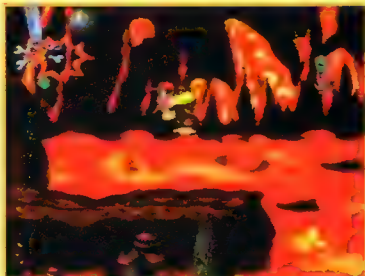
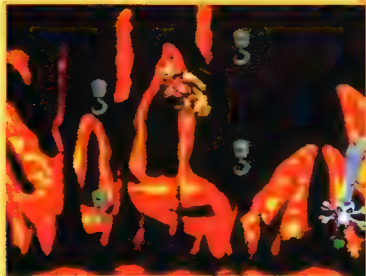
The last Bonus Barrel is located in the upper part of the level. You'll get to a spot where Eskimo crocs are standing on platforms opposite each other throwing knives toward the center of the screen. Get rid of these two enemies and fly to the right. You'll move over to an area where you will find the last Bonus Barrel *and* the DK Coin.



SWORD BOSS:

KLEEVEVER'S KILN

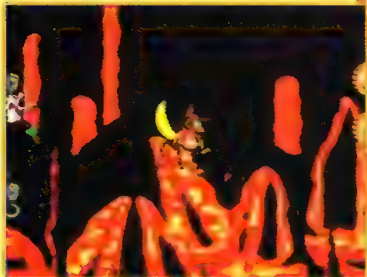
This Sword Boss will chuck fireballs at you. Fortunately, they move rather slowly and are easy to avoid—just jump over them. Dodge the fireballs until a cannonball drops down. Pick it up and throw it at the sword.

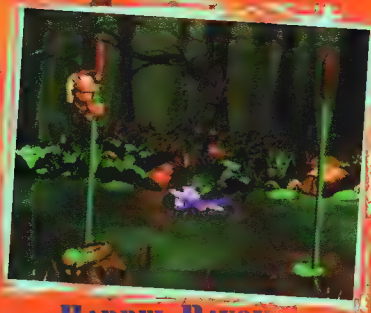


At this point, a bunch of hooks will appear that you can use to jump to the other side of the playing field. Here you will find another cannonball. Repeat this process three times, (hitting him with the ball and jumping to the other side) until a whole mess of hooks appear in the sky.

The sword will begin following you wherever you go. Avoid him and continue alternating sides—grabbing cannonballs and chucking them. He will eventually break up and fall down after three

hits. If you're bold, you can jump on the hooks to get as far up and to the right as you can go, then jump to the right of the screen—you'll be awarded with two for your bravery.

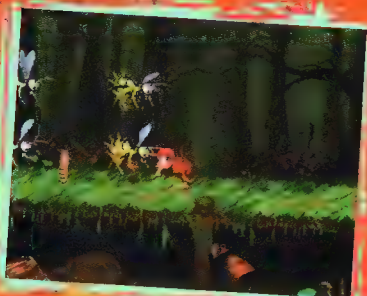




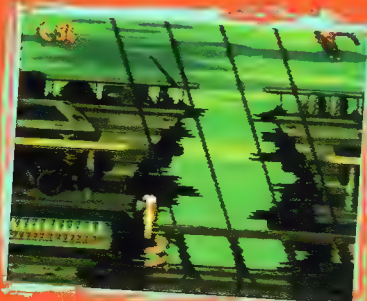
HARREL BAYOU



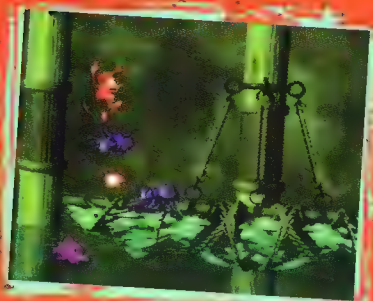
GLIMMER'S GALLEON



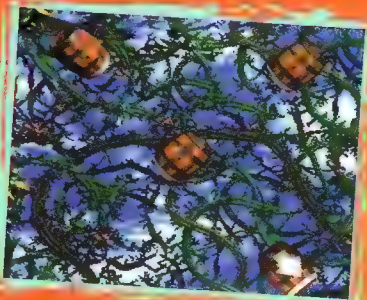
KROCKHEAD KLAMBER



RATTLE BATTLE



SLIME CLIMB



BRAMBLE BLAST



BOSS: KUDGEL'S KONTEST

WORLD III:

KREM QUAY

- BARREL BAYOU** \$ ★ ★
- GLIMMER'S GALLEON** \$ ★
- KROCKHEAD KLAMBER** \$ ★
- RATTLE BATTLE** ★ ★ \$ ★
- SLIME CLIMB** ★ ★ \$
- BRAMBLE BLAST** ★ ★ \$
- BOSS: KUDGEL'S KONTEST**

LEVEL 1: BARREL BAYOU

HINTS & SECRETS

Letter K. The first letter is in a Spinning Barrel. Use the D-pad to aim Diddy's launch. Don't take too long calibrating your shot, though—these barrels have counters. When the counter reaches zero, the barrel launches Diddy, whether you're ready or not!

Letter O. You'll find it above sea level, so keep your head above water and don't fall down.

Caution! Avoid Kloaks (ghost-like enemies). They throw wooden boxes at you that can cause some serious damage.

Safe Crossing. To cross the large water bed, wait for a crocodile head to pop up in the water and then jump on it.

Rambi. Pick up your rhino friend as you travel to the right.

Letter G. Nab the last letter while traveling in a barrel horizontally. Shoot upward when you reach the letter, and use the D-pad to guide Dixie/Diddy back into the next barrel.

Green Balloon. Wait beside the two Kloaks past the cannon. Bust open the chest that the second Kloak throws to earn two Extra Lives.



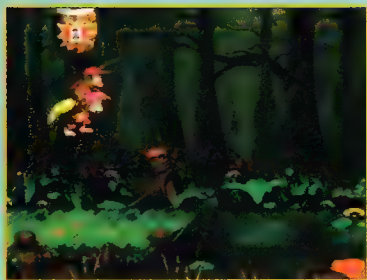
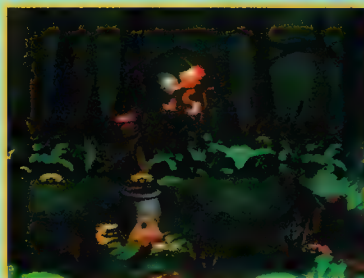
DK COIN

To get the DK Coin, bring Rambi to the "No Rambi" sign. Touch the sign and your rhinopal will magically transform into the DK Coin.

BONUS ROOM 1

After getting the DK Coin, wait beside the Kloak until he throws all his stuff (near the banana arrow that's pointing left), then follow him as he flies to the left. You'll meet another Kloak who will toss down a chest. Pick up the chest, break it open, and get the cannonball. drop the cannonball into the cannon.

Objective: Destroy Them All



BONUS ROOM 2

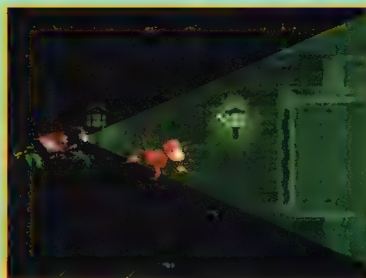
Just past the Letter G, you'll discover a Bonus Barrel. Enter it quickly, before the Zinger can guard it.

LEVEL 2: GLIMMER'S GALLEON

HINTS & SECRETS

Glimmer. Travel to the right to find your fishy Animal Friend with a flashlight.

Where to Go. Follow the banana arrows for navigational clues.



DK COIN

Before entering the Bonus Room, swim up to find the coin.

BONUS ROOM

At the beginning of the stage, go all the way up and then to the right (following the banana trail). You'll enter the first Bonus Room!

Objective: Find the Token.



LEVEL 3: KROCKHEAD KLAMBER

HINTS & SECRETS

Kutlass. These baddies with swords can only be attacked when their weapons are on the ground after a missed attack.

Timing. Your jumps must be precise to avoid the Zingers and other enemies. Remember, you can jump on the backs of blue bugs.

Letter O. Wait for the crocodile head to pop out of the water, then pounce on him to grab the second letter.

Squitter. It helps to team up with the Spider to get through the first section of this level.

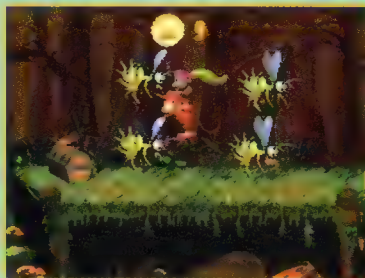
Red Balloon. Bust open the chest behind the first pair of Zingers to get this bonus.

DK COIN

At the beginning of the level, take the DK Barrel and eliminate one of the Zingers to the left, then continue in this direction.

You'll reach two columns of bees—throw your partner over them. Do it again to get to the other side and you'll find a chest.

Eliminate all four bees with the chest. When you've bopped the last one, the chest will open, revealing the DK Coin.



BONUS ROOM

Throw your partner straight up when you reach the bananas in the shape of an arrow to enter the Bonus Room.

Objective: Destroy Them All!

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WORLD THREE

LEVEL 4: RATTLE BATTLE

HINTS & SECRETS

Banana-o-Rama. Jump into the barrel at the starting point and travel up to the Bonus Barrel—you'll find the Token nearby. Jump from barrel to barrel, taking yourself higher and higher. If you miss one barrel-step, you must start again from the beginning, which is a real bummer because this is a race against time. Use Dixie's Helicopter move to speed things up. There's also a Banana Coin and banana bunch (worth 10 bananas) near the Bonus Barrel entrance—every time you return here, you can collect multiple coins with ease.

Rattly. Find your coily Animal Friend in a barrel inside the ship's cabin.

DK Barrel. Grabbing this barrel gives you an extra chance if you get pounded by a baddie while riding Rattly. This is indicated by a small snake that appears in the lower-left corner of the screen.

Zingers. You can jump on the bees' backs as long as you're with Rattly.

One Chance. If you pass the entrance to Bonus Room 2, you can't go back after activating the level marker.

Caution! Avoid the cannonballs. Rattly can't touch them without being injured.

Letter N. Jump onto the barrel shot by the pirate enemy to grab the third letter.

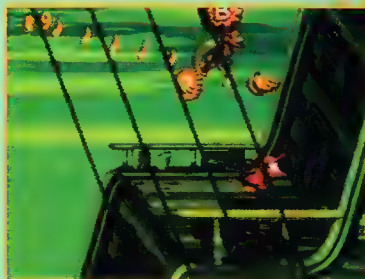
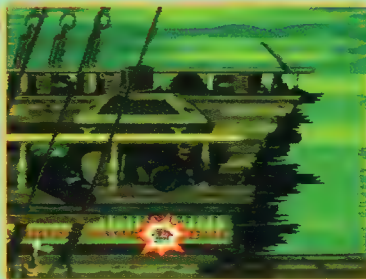
The End. To complete the level, you must leap onto the wooden barrel being shot by the pirate. The barrel must be about halfway across the gap to successfully reach the other side.

NOTE: This is the same technique you used to get the Letter N, only it's a bigger jump and the timing is more critical.

BONUS ROOM 1

At the beginning of the stage, jump left into the barrel to launch into the first Bonus Room.

Objective: Find the Token.



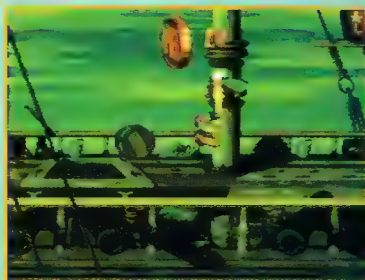
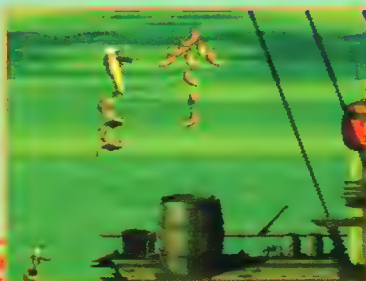
BONUS ROOM 2

After turning into the snake, look for the only small pit in the level. It contains a banana. Drop down and go to the left to reach the second Bonus Room.

Objective: Find the Token.

DK COIN

Right before the Star Barrel, you'll discover a pit with a bunch of barrels in front of it. Move to the higher side of the pit and fall down to the left. Immediately hold the D-pad to the right to find the DK Coin.



BONUS ROOM 3

Just before a DK Barrel, you'll find a group of bananas in the shape of an arrow. Charge Rattly's Super Jump (A button) and jump straight up into the third Bonus Room.

Objective: Collect the Stars.

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LEVEL 5: SLIME CLIMB

HINTS & SECRETS

Caution! If you touch the water, LockJaw, the piranha, gobbles you up instantly.

Avoid the High Tide. As the water rises, climb the ropes to escape the biting range of LockJaw.

Letter O. You must climb up and then toss your monkey companion in the air to grab the second letter.

Keep Moving. If you hesitate, for even a moment, the tide will bring LockJaw's bite right to you!

BONUS ROOM 1

After passing the Star Barrel, get rid of the cannonball chucker and grab the Invulnerability (!) Barrel. Swim down, following the bananas, until you find the Bonus Barrel.

Objective: Collect the Stars.





BONUS ROOM 2

You must have Dixie to find the second Bonus Barrel. Grab the cannonball and bring it to the left. Throw the cannonball over the blue dragonfly so that it lands in the cannon, then quickly jump over to it to enter the second Bonus Room.

Objective: Destroy Them All

DK COIN

You must have both players to get the DK Coin. Toss your partner into the (!) Barrel at the very top of the level, then run to the right and swim under the exit bouncer to grab the DK Coin.

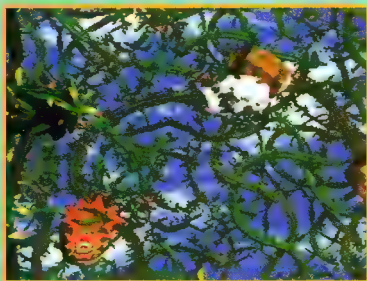


LEVEL 6: BRAMBLE BLAST

HINTS & SECRETS

Letter K. If you get past the first Zinger without grabbing the Letter K first, you won't be able to travel back to get it.

Red Balloon. You'll find it just beyond the Continue Barrel. Your timing must be perfect, as you launch yourself through a series of Spinning Barrels to get it.



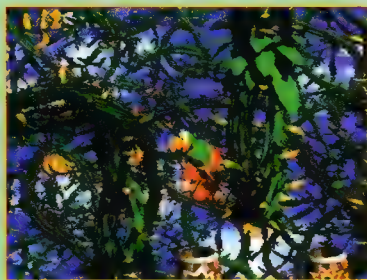
BONUS ROOM 1

At the first big maze of barrels, find the barrels that will shoot you to the far left portion of the maze. The Bonus Barrel is down and to the left.

DK COIN

After the Star Barrel, you'll see some blue dragonflies. Instead of bouncing off them, hit the first one in the second group, then fall down to the left. Doing this will launch you to a hidden stage where Squawks will catch you. Fly all the way to the left with him to get the DK Coin.





BONUS ROOM 2

To find the first Bonus Room, fly to the right with Squawks—the Bonus Barrel lies ahead.

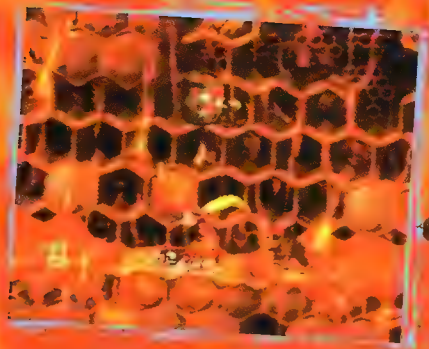
BOSS:

KUDGEL'S KONTEST

Kudgel will jump up in the air and then fall back down. When he lands on the ground, a TNT Barrel will drop out of the sky. Pick it up and toss it at Kudgel. Five hits and this fight is finished.

To succeed, you must jump from one end of the screen to the other to avoid his jumps—and his club!





HORNET HOLE



TARGET TERROR



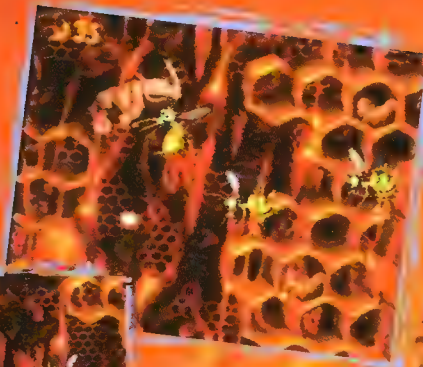
BRAMBLE SCRAMBLE



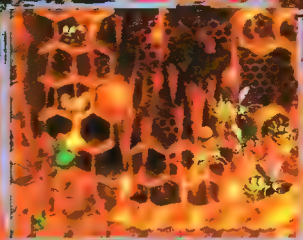
RICKETY RACE



MUDHOLE MARSH



RAMBI RUMBLE



BOSS: KING ZING STING

WORLD IV:

KRAZY KREMLAND

HORNET HOLE ★ ★ ★ \$

TARGET TERROR ★ ★ \$

BRAMBLE SCRAMBLE ★

RICKETY RACE ★ \$

MUDHOLE MARSH ★ ★ \$

RAMBI RUMBLE ★ \$ ★

BOSS: KING ZING STING

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WORLD FOUR

LEVEL 1: HORNET HOLE

HINTS & SECRETS

Nut n' Honey. You can't walk while you're in the honey; instead, Diddy and Dixie must hop across it. If there's honey on the wall, Diddy and Dixie can stick to it, which is a good way to climb up the wall. Use this method to find the first two Bonus Rooms, which are up and to the left from the start of the level.

Dixie. Control Dixie in this stage—her hair gives you added mobility that can be used for exploration.

Bee-Ware. Don't throw Dixie or Diddy into Zingers on this level.

Green Balloon. There's a Green Balloon in the chest on a cliff that's past the Letter K and up to the right.

Squitter the Spider. Find a hook that leads up to where you can find the crate containing your Animal Friend. Squitter's webs make great weapons, plus he can walk through the honey on the floor. If you're riding the spider, create web steps to move up instead of using the hooks.

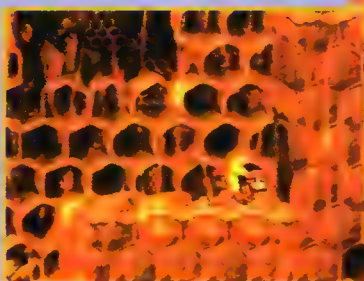
Walk This Way. Carry your partner and you can walk on the honey.

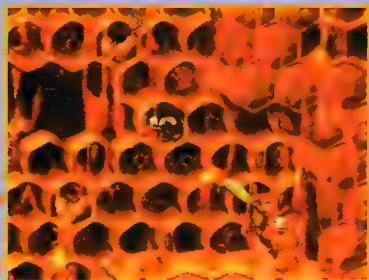
Red Balloon. You'll find this bonus near the "No Spider" sign.

BONUS ROOM 1

At the beginning of the level, jump onto the hook and Dixie will float toward the sticky honey to the left. Then jump up until you see a platform to the right that leads to the first Bonus Room.

Objective: Find the Token.





BONUS ROOM 2

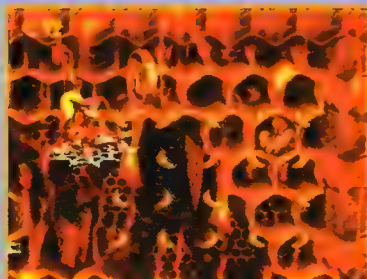
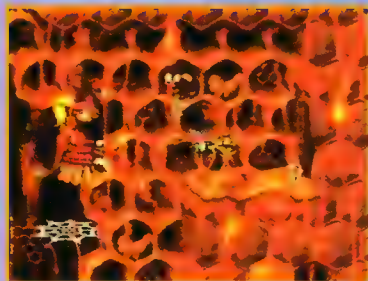
After leaving the first Bonus Room, continue to use the hooks to climb up, but instead of jumping on the platform, go to the top and use the hooks to move to the right until you find another entrance to the second Bonus Room.

Objective: Find the Token.

BONUS ROOM 3

You must have Squitter the spider to reach the last Bonus Room. After climbing up a vertical chute (the one with a Zinger at the top), you'll see some bananas floating in the air. Use Squitter's web to climb up, and then follow the bananas to the third Bonus Room.

Objective: Destroy Them All!



DK COIN

Right before the Letter N, drop down into the pit with the spider and go to the left. Climb up with Squitter's web to find the DK Coin.

LEVEL 2: TARGET TERROR

HINTS & SECRETS

Ridin' the Coaster. Travel up and ride the roller coaster. The B button springs you out of the car to activate the barrel switches, grab bananas, and other stuff. Sometimes you may even have to hop on a Flitter's back.

Continue. The Star Barrel is just after the hole in the track where you switch cars.

Check It. Make sure there's a green check on the Gate Switch Barrels. If there's a red X on it, you'll close the door on the track instead of opening it.

DK Barrel. There's a DK Barrel just past the Star Barrel.

Letter N. Watch the enemy closely in the roller coaster car ahead of you, because he tosses barrels in your direction. Do your best to avoid the barrels—especially after you pass the Letter N when the enemy tosses you a double dose.



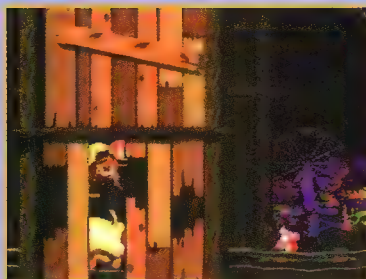
BONUS ROOM 1

There's a Bonus Barrel floating above the track. Jump up to reach it.

Objective: Destroy Them All!

BONUS ROOM 2

The second time you see an enemy in a car in front of you throwing barrels, jump down through the same gap that he falls through to reach the Bonus Room.



DK COIN

After the Star Barrel, jump up into the first house to grab the DK Coin.

LEVEL 3: BRAMBLE SCRAMBLE

HINTS & SECRETS

Creative Climbing. Climb along single vines horizontally and vertically.

Zingers. The seeds that Squawks fires don't damage the red Zingers, but they do work on the yellow Zingers.

Level Marker. You'll find it just past the "No Squawks" sign.

Bombs Away. When you pass the DK Barrel, you'll notice a baddie dropping cannonballs. The cannonballs drop in sets of three followed by a pause. Pass him during the pause.

Bird Controls. When Squawks is flying, you must keep pressing the Y button (to shoot) and the B button (to fly), while pressing the D-pad to steer. You can't hold down any of these buttons; you must keep pressing them quickly.

Letter G. The last letter appears at the "No Squawks" sign.

BONUS ROOM

Grab the (!) Barrel, then move quickly to the right to find the Bonus Room.

Objective: Collect the Stars.



DK COIN

After the Star Barrel, make web platforms to the right until you see the Banana Coins. Jump through the wall of thorns with a single banana to find the coin.

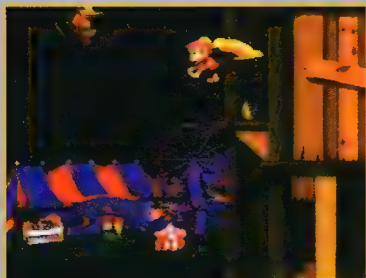
LEVEL 4: RICKETY RACE

HINTS & SECRETS

That's the Breaks. The "!" signs are a warning of an upcoming break in the track.

No Bumping. In order to place 1st in the race, you must avoid bumping the baddies.

DK Coin. You must win the race to get the DK Coin.



BONUS ROOM

At the beginning of the level, throw your partner up on the left side of the screen until you can go up no more. Then jump across to the right using Dixie's Helicopter move to reach the Bonus Room on the other side.

Objective: Destroy Them All!

DK COIN

You must win the race to get the DK Coin.



LEVEL 5: MUDHOLE MARSH

HINTS & SECRETS

Nine Lives. Watch out for the Cat-O'-9-Tails—they will pick you up and throw you.

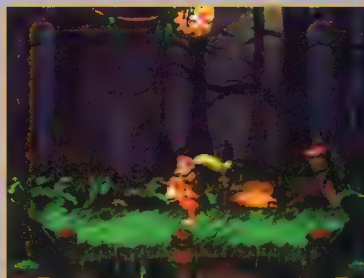
Chest Protector. Pick up the chests and carry them to protect yourself from the baddies.

Letter O. The second letter is hidden inside one of the chests.

BONUS ROOM 1

There is a floating Bonus Barrel near the third Cat-O'-9-Tails you come across. Make him throw you into the barrel or throw your partner into it.

Objective: Collect the Stars.



BONUS ROOM 2

To enter the second Bonus Room, carry the cannonball to the cannon to the right.

Objective: Destroy Them All

DK COIN

The DK Coin is a prize at the end of the level. You need to jump on the barrels that the enemy is throwing to reach it.



LEVEL 6: RAMBI RUMBLE

HINTS & SECRETS

Zinger Attack. This level is full of Zingers. The honey on the walls helps you climb up them. Dixie is very helpful in this level, too, because of her flying ability.

DK Coin. Jump straight up before entering Rambi's house or else you'll miss your chance to get the DK Coin.

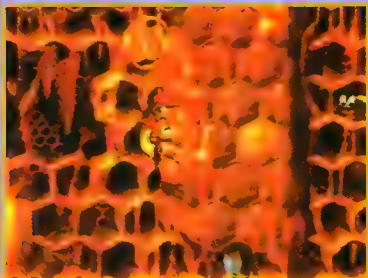
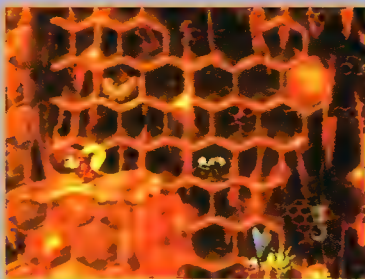
Rhino Action. Rambi is inside a cave just past the Star Barrel. Press the A button for a Super Move, the B button to jump, and the Y button to use his horn attack.

Killer Bees. King Bee is extra large and invincible. You must outrun him until you reach the end of the level—the music will change when you're safely out of his range.

BONUS ROOM 1

After going down a chasm containing bees, you'll jump into a Blast Barrel that takes you up to a plateau. Jump up and to the left to find a hidden hook. Then jump onto the honey that is sticking to the left wall. Work your way up and past the overhangs—which is very tricky—to find the first Bonus Room.

Objective: Find the Token.



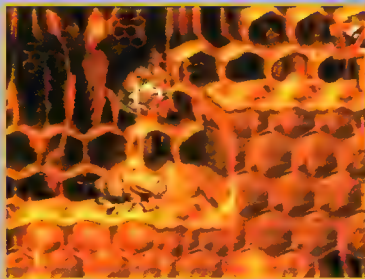
DK COIN

To find the DK Coin, jump straight up in front of the door to the Rambi house. There are two hidden hooks that take you over the house. Go up and right to find the DK Coin.

BONUS ROOM 2

Use Rambi to ram the wall that's directly below the Blast Barrel at the end of the level.

Objective: Destroy Them All!



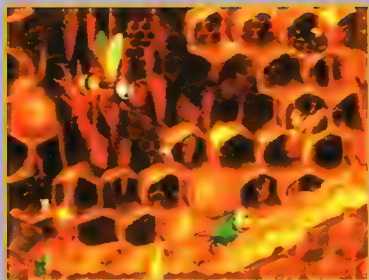
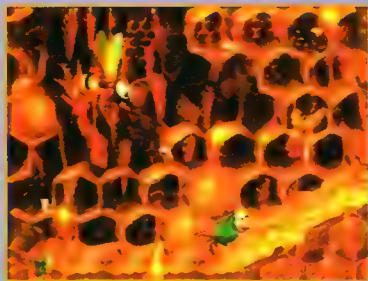


BOSS:

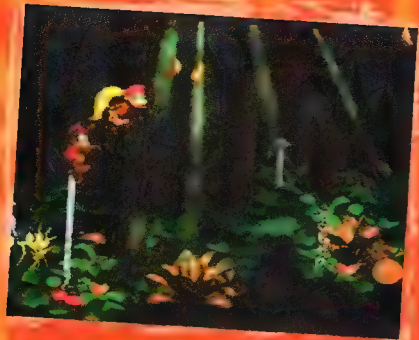
KING ZING STING

Use Squawks to spit out nuts at King Zing's stinger.

Each time you hit him twice, he chases you. After six hits, King Zing transforms into a bunch of little red and yellow Zingers.



Kill all the yellow Zingers and the red Zinger turns yellow. It takes four hits to kill the final small yellow Zinger.



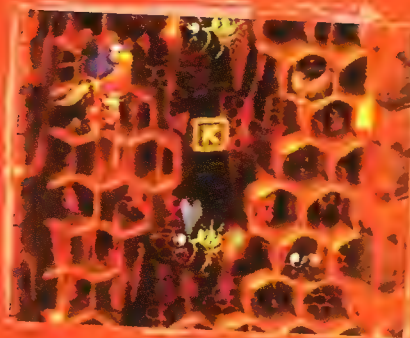
GHOSTLY GROVE



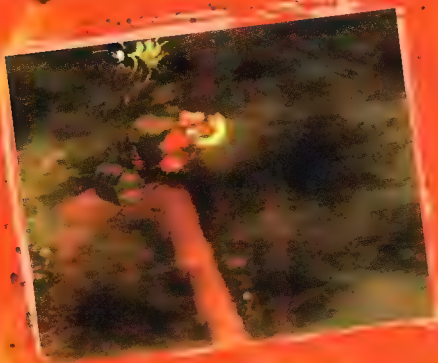
HAUNTED HALL



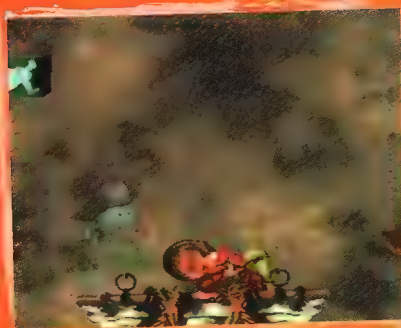
GUSTY GLADE



PARROT CHUTE PANIC



WEB WOODS



BOSS: KREEPY KROW

WORLD V:

GLOOMY GULCH

GHOSTLY GROVE



HAUNTED HALL



GUSTY GLADE



PARROT CHUTE PANIC



WEB WOODS



BOSS: KREEPY KROW

LEVEL 1: GHOSTLY GROVE

HINTS & SECRETS

Ghost Ropes. Grab onto ghost ropes and climb them, but do it quickly, before they disappear. When they're about to disappear, the ghost's eyes flash.

Token. Climb the two ghost ropes quickly—you'll grab the Token as you move to the right toward the Bonus Barrel.

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WORLD FIVE

Caution! Don't throw objects at Kruncha when he's flashing red. Doing so will cause damage to you.

Letter N. The third letter is inside a chest—throw the chest at an enemy to reveal it.

Letter G. The last letter is within the circle of floating bananas near the end of the level. Grab two or three of the bananas by throwing your partner up in the air.

Don't Get Stuck. To get rid of Spiny, throw an object, use Dixie's spin, or roll them with Diddy's cartwheel—just don't pounce on them!

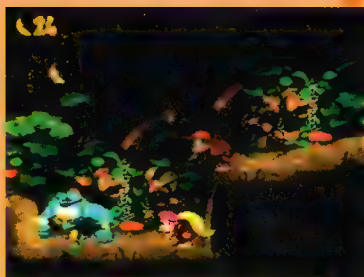


BONUS ROOM 1

There are two ghost ropes floating above solid ground. Climb them and jump with Dixie to the right to find a floating Bonus Barrel.

BONUS ROOM 2

Just before the Star Barrel, you'll see a wall ahead to the right. Bust it open with a barrel to reveal a hidden Bonus Room.



LEVEL 2: HAUNTED HALL

HINTS & SECRETS

Bananas on the Run. Move to the left from the start to gobble up some hidden bananas, then hop into the roller coaster car to escape the large ghost on your heels.

Know Your Barrels. Hit the Green Plus (+) Barrels. Avoid the Red Minus (-) Barrels.

DK Barrel. Just past the level marker, you'll see this barrel. Be careful, though—it's near several Minus (-) Barrels.



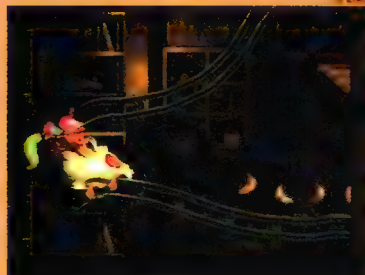
BONUS ROOM 1

When the rails split off into two tracks, take the upper route to find a Bonus Room.

Note: Next time, hop on top of the tunnel that takes you to Bonus Room 1 to enter the super-secret "backwards" Bonus Room.

BONUS ROOM 2

When the tracks splits again, time your jump so you land on the lower track and you'll be on your way to the next Bonus Room.





DK COIN

At the very end of the level, venture off the ledge to the left of the target to find the hidden DK Coin.

LEVEL 3: GUSTY GLADE

HINTS & SECRETS

Getting Started. At the start, team up and throw your partner above the cave entrance. Head to the left to find the Snake Box, then move right toward the poles.

Wind Factor. Make sure you compensate for the wind—it has a major impact on your control/movement in this level—especially near the end when you have to shoot from barrel to barrel.

Letter K. This letter is inside the first chest that's guarded by two Spinies and Kutlass.

Letter O. Leap from pole to pole, going right to get the second letter.

Letter N. Within the second chest with a cannonball hides the Letter N.

BONUS ROOM 1

Just before the "No Snake" sign and the Star Barrel is a Bonus Barrel. You need a hop from Rattly to reach it.

Objective: Find the Token.



BONUS ROOM 2



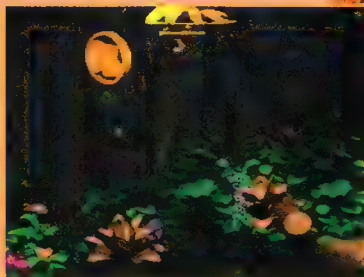
Grab the DK Barrel after the Star Barrel and throw it at the Kutlass guarding the treasure chest on the hill ahead. Grab the chest and throw it at the other Kutlass below you. Doing this will produce a cannonball—take it to the cannon to the right.

Note: Wait until the wind shifts in your favor before jumping into the cannon!

Objective: Collect the Stars.

DK COIN

After blasting through the three Barrel Cannons that take you to the high ledge, use Dixie's Helicopter move to glide to the right off the edge.



LEVEL 4: PARROT CHUTE PANIC

HINTS & SECRETS

Letter K. The first letter is between two Zingers on your second Squawks descent.

Birdless. Another way to get past the Zingers is to ditch the parrot completely. Using Dixie's Helicopter move instead of Squawks may give you a little more room on the tight squeezes.

Squawks. He's blue on this level—you'll have the blues, too, if you use him. You can only control his direction—he always drops slowly and cannot shoot.

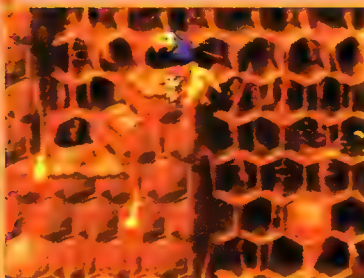
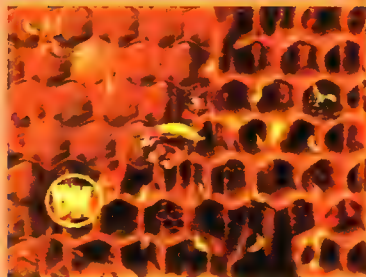
Letter O. The second letter is at the bottom of your third Squawks descent.

Banana Coin. At the second major drop, steer Dixie Kong down, using her Helicopter move to avoid the bees. After the drop, go right. In the upper-right corner you'll see a barrel with an arrow. Shoot upward to find a Banana Coin.

Safe Fall. Touching a Zinger will eliminate only one member of your two-monkey team—the other will drop safely to the bottom of the drop. As you freefall to the bottom, hold the D-pad all the way to the left to make sure you land on the extreme left side of the screen.

DK COIN

At the very first drop point on the level, use Dixie's Helicopter move to float all the way to the left—you'll find the DK Coin.



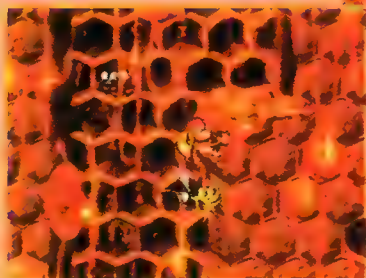
BONUS ROOM 1

Before you reach the Star Barrel, you will descend into a shaft with three Zingers in a diagonal stack. As soon as you see these bees, hold Up and Left on the D-pad to sneak along the ceiling to your left. The first Bonus Room is dead ahead.

BONUS ROOM 2

After passing the Star Barrel, you'll encounter two Zingers—one above the other. There's some honey above them; climb it and jump to the left to find the second Bonus Room.

Objective: Destroy Them All



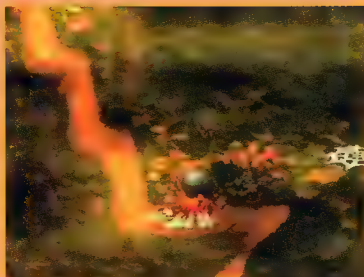
LEVEL 5: WEB WOODS

HINTS & SECRETS

Banana Coin. At the starting point, go right. Throw the wooden box at the blue Kruncha. There's a Banana Coin in the chest that he's protecting.

Web Crawler. Inside the cave, you can transform into Squitter by activating the Spider Barrel. Create a web ladder to reach the DK Barrel above you.

Green Balloon. Throw your partner on top of Squitter's cave. A Blast Barrel will shoot you toward a treasure chest that holds a 2-Up Balloon.



BONUS ROOM 1

Trek back to the left after you see the second cannonball chucker. Follow the slow cannonball—it will hit the bottom of the wall to expose a hidden Bonus Room.

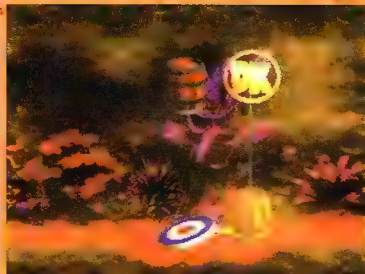
BONUS ROOM 2

When you see another cannonball chucker, do the same thing you did to get into the first Bonus Room, except you won't need to spin webs this time!



DK COIN

At the end of the level, time your jump to the target so you tag it when the DK Coin is flashing. If your timing is right, you'll get the coin.



BOSS: KREEPY KROW



The ghost of the Krow you faced earlier will appear—along with a host of little ghost vultures. Jump over the ghost vultures. When you see the first solid ghost, jump on him and a barrel will appear.

Pick up the barrel and let Krow's ghost run into it. Hooks will appear leading to a rope ladder. Dodge the falling eggs and climb up into a Blast Barrel.

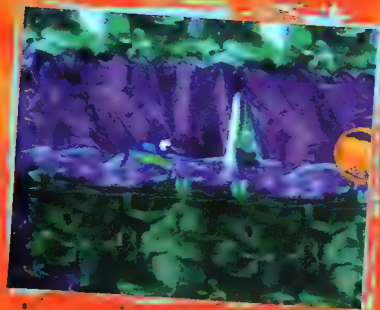
The Blast Barrel will shoot you up to another mast. Once again, dodge the ghost vultures and hit the solid one. Another barrel appears—use it again on Kreepy Krow.



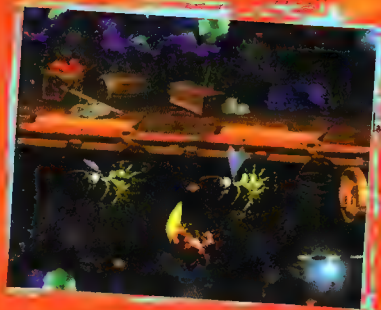
Hooks appear once more and carry you to a new rope ladder where you must dodge eggs from all sides. Get to the top and launch from the Blast Barrel to the vulture nest.

The strategy is the same, but the action is even faster. Bust a barrel on Krow this time and he's gone for good.

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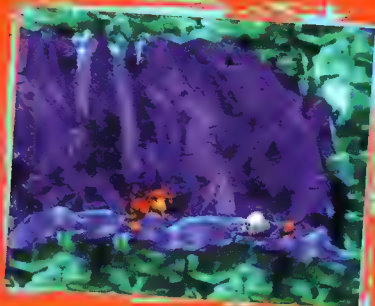
ARCTIC ABYSS



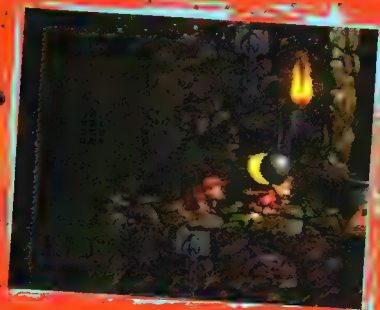
WINDY WELL



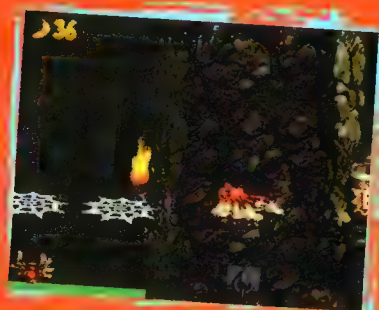
CASTLE CRUSH



CLAPPER'S CAVERN



CHAIN LINK CHAMBER



TOXIC TOWER



BOSS: STRONGHOLD SHOWDOWN

WORLD VI:

K. ROOL'S KEEP

ARCTIC ABYSS	★ ★ \$ ★
WINDY WELL	★ ★ \$ ★
CASTLE CRUSH	★ ★ \$ ★
CLAPPER'S CAVERN	★ ★ \$ ★
CHAIN LINK CHAMBER	★ ★ ★ \$
TOXIC TOWER	\$ ★
BOSS: STRONGHOLD SHOWDOWN	

LEVEL 1: ARCTIC ABYSS

HINTS & SECRETS

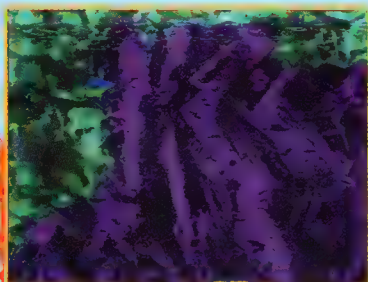


Banana Coins. At the start use Dixie's Helicopter move to float over the water onto another platform with a DK Barrel. You'll find the coins on the next platform to your right.

Enguarde. After grabbing the Banana Coins, jump into the water and swim down to pick up the swordfish.

Letter G. Wait for the water to rise and grab the last letter.

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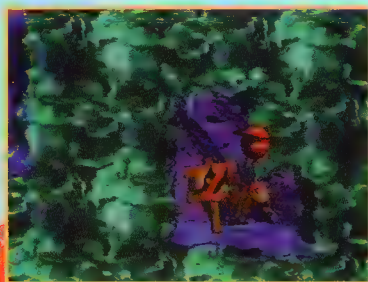
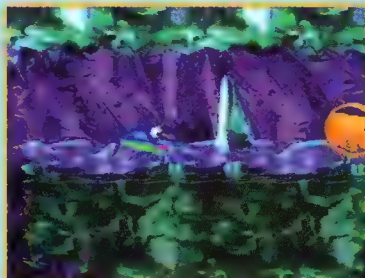


BONUS ROOM 1

Go down and to the right through the level until you turn into Enguarde. Swim to the right and down until you come to two Flotsam and a Lockjaw. Swim up and left from the piranha to find two bananas by a wall. Use your Super Charge to bust the wall and break into the first Bonus Room.

DK COIN

From the Star Barrel, swim down and go left past a DK Barrel. Swim up until you go past three starfish. When you get up as far as you can, face to the right and power up your Super Charge and run right into the DK Coin.



BONUS ROOM 2

After the Letter G, swim all the way past three Puftups. Then, swim down and go through the right wall. You'll hit a "No Fish" sign, and then you'll see a door on the right. Enter the door to get into the second Bonus Room.

LEVEL 2: WINDY WELL

HINTS & SECRETS

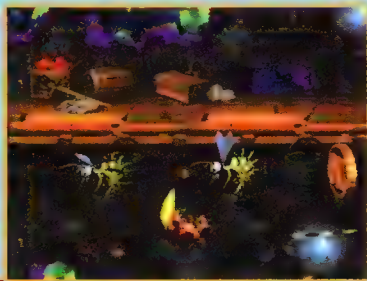
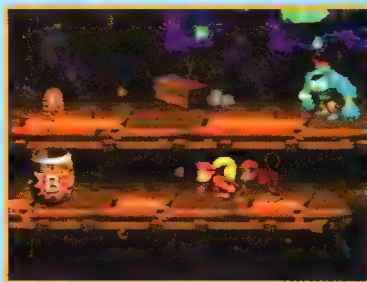
Letter K. Drop down into a hidden Blast Barrel at the start to find the first letter.

Red Balloon. You'll float up to it just before the Letter N.

BONUS ROOM 1

After the Letter O, float up to a platform, walk to the left until you see a single banana in a pit, and drop down. The wind will catch you and you'll start to float up and down next to a hornet on your left. Float under the hornet to get onto a lower platform, then walk to the left into the Bonus Barrel.

Objective: Find the Token.



DK COIN

After the Letter N, float to the left under two hornets, then drop down and onto two hooks. Jump up off the second one and float all the way up to the platform. Go to the right edge of the platform, jump up toward the three bananas, then hold Down and Right on the D-pad to avoid the bees and get the DK Coin.

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BONUS ROOM 2

After the "No Squawks" sign, go to the right and drop off the platform—don't jump! Hold the D-pad to the Right to float over to the bottom platform as you fall. Get rid of the baddies, then enter the Bonus Barrel to the right.

Objective: Collect the Stars.

LEVEL 3: CASTLE CRUSH

HINTS & SECRETS

Rambi. After grabbing the first DK Barrel, carry it to the left past the Kutlass to hook up with the rhino.

Letter K. When the castle divides into four vertical columns, choose the far right one to get the first letter.

Letter O. After passing through two Blast Barrels, drop off the right side of the platform to get the second letter.

Squawks. Look for the banana in the left wall near the Star Barrel. There's a Squawks Barrel to the left of the banana.

BONUS ROOM 1

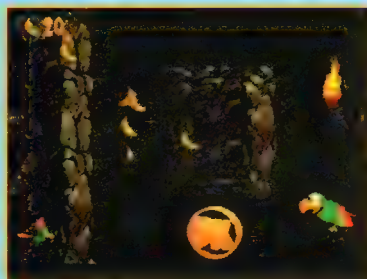
After you get Rambi, you'll come to an arrow pointing to the left. Use your Super Charge to break through the wall to enter the first Bonus Room.

Objective: Destroy Them All



DK COIN

When you see the Letter N by the right wall, quickly fly down to find the DK Coin.



BONUS ROOM 2

Take Squawks to the "No Bird" sign, and he'll turn into a TNT Barrel. Pick it up and throw it at the wall by an arrow to find the second Bonus Room.

Objective: Find the Token.



LEVEL 4: CLAPPER'S CAVERN

HINTS & SECRETS

Enguarde. You'll find the swordfish up and to the left of the Letter O.

Clapper. Tag the seal before you cross the water. Don't spend any more time on the frozen water than you have to—Snapjaw moves in for the kill as soon as the ice melts.

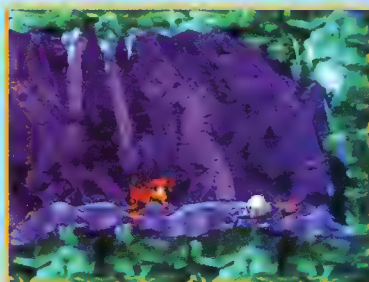
Letter K. The first letter will be above you just outside the first Bonus Room—if you go there.

Banana Coins. Look for a single banana floating above one of the tiny islands after the Star Barrel. Throw your partner up there and you'll tag the (!) Barrel. Use your invincibility to swim in Snapjaw's waters and collect three Banana Coins!

BONUS ROOM 1

Team up at the beginning of the level and toss your partner up to the hook. Jump to the next hook, and then to the right onto a ledge. Go to the right past four porcupines and a lizard, then enter the door to get into the first Bonus Room.

Objective: Find the Token.



DK COIN

As soon as you leave the first Bonus Room, team up and toss your partner up at the Letter K. You'll grab onto a hook, then jump up and right to get the DK Coin.



BONUS ROOM 2

Ride Enguarde to the right until you come to three starfish, then go up until you can go left. Continue until you see a single banana by a wall. Face the wall and use Enguarde's Super Charge to break through into the second Bonus Room.

Objective: Find the Token.

LEVEL 5: CHAIN LINK CHAMBER

HINTS & SECRETS

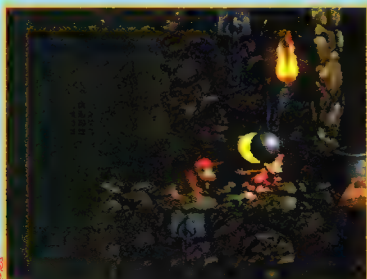
Letter K. You'll find the first letter down and to the left of the starting point.

Letter O. After blasting through some Barrel Cannons, you'll find the second letter up and to the right near a Zinger.

Invincibility. After the Letter O, climb the chain to a single banana. Jump through the left wall to tag the (!) Barrel.

Banana Coin. Traveling up, you'll come to four circling Zingers. The passage to the left has the Star Barrel—the passage to the right has the coin.

Letter G. You'll find the last letter beyond the level end target.



BONUS ROOM 1

Pick up the cannonball near the three Krooks, then drop down and to the right onto the middle lizard man. Go to the right along another small passage to find a cannon. Put the cannonball in there to shoot into the first Bonus Room.

DK COIN

When cannonballs begin to shoot down at you, you'll see a single banana. Jump through the wall on the right and you'll find the DK Coin next to the Letter N.



BONUS ROOM 2

When the Kannonns begin their assault through the chains, go to the right along the chain below them until you come to a chain that's going up. Climb up that chain part of the way, and then jump through the left wall. Get rid of the baddies on the other side and enter the door to the next Bonus Room.

LEVEL 6: TOXIC TOWER

HINTS & SECRETS

Ride the Snake. You begin this level as Rattly, so make sure you're familiar with your lizard controls. You'll have to perform some daring leaps.

Zapping Zingers. Remember, once you bounce on a Zinger's back, there's no turning back.

Letter K. When jumping back and forth up the stone columns with Rattly, look for the first letter on the right side.

Banana Bonus. After passing four Kaboings, go up until you come to a single banana on the right. Jump at it—through the wall—and collect two Banana Coins and a bunch of bananas!

Letter N. When traveling up, watch for a circle of four bees. Sneak down the passage to your right to grab the third letter.



DK COIN

As Rattly, you'll come to a spot where there's a single hornet below you. Jump on the hornet and then drop down while holding Right on the D-pad. You'll land on a small ledge with the DK Coin.

BONUS ROOM

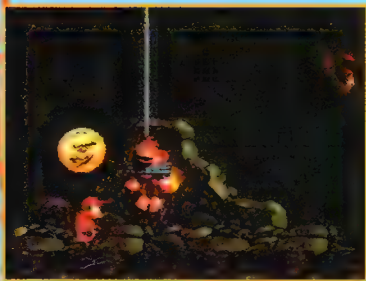
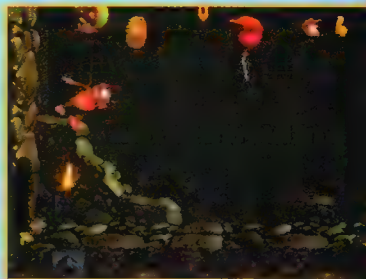
After you become Squitter, create web platforms up and to the right until you see a hornet on the wall. Shoot him and walk through the wall to enter the Bonus Room.



STRONGHOLD SHOWDOWN

This isn't a regular level—it's also not really a Boss stage. True, there is a Boss here, but you don't have to fight him.

The only real point of this level is to add a little more drama to the plot. King K. Rool kidnaps Donkey Kong and leaves. Following this shocking incident, you're left to collect some cool bonuses: A Kremkroc Coin, two Banana Coins, and a Red Balloon!



WORLD VII:

THE FLYING KROC

SCREECH'S SPRINT ★ \$

BOSS: K. ROOL DUEL

SCREECH'S SPRINT

HINTS & SECRETS



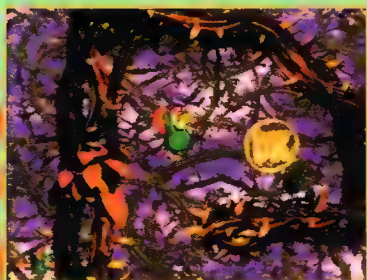
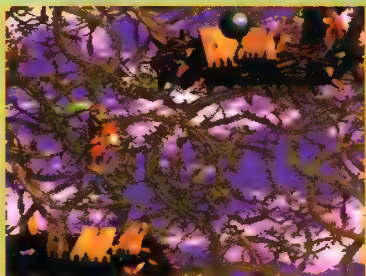
Banana Coin. Jump on top of a Flitter to reach the coin.

Letter O. While flying Squawks, you'll come to three columns. Take a left to find the second letter.

Letter G. When you see some bananas in the shape of an arrow pointing up, go to the left and grab the last letter.

BONUS ROOM

You must have your partner to get the Bonus Room in this level. Take the vine up past the vultures, then jump onto a platform to your left. You'll see a cannonball above you. Throw your partner up to get it, then jump to the right and place the cannonball in the cannon. This will blast you into the Bonus Room.

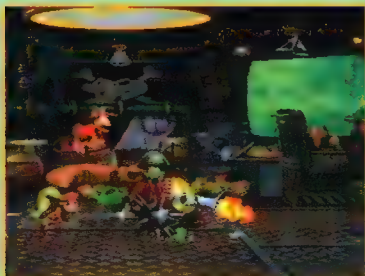


DK COIN

Fly as Squawks until you come to an arrow pointing down. Fly up and to the right from the arrow and follow the path to the DK Coin.

BOSS: K. ROOL DUEL

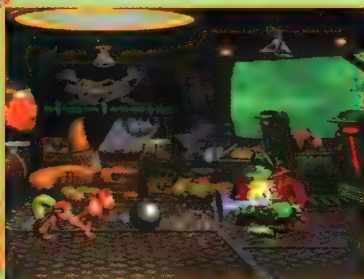
To defeat K. Rool, you must toss cannonballs into his gun while it is recharging. Every time you do this, he'll shoot the cannonball back at you. Be ready to jump. He has three attack phases, and you must injure him three times during each one.



ATTACK PHASE 1

Rool begins by shooting a cannonball at you. Pick it up, and he'll charge across the screen—jump over him. When he reaches the opposite side he'll begin to charge his gun. Toss the cannonball into the gun to make it backfire. Rool shakes off the first blow and shoots another ball at you that lands mid-screen. Unlike the first ball, this one is covered with spikes. After Rool charges you twice, the cannonball spikes retract. Pick it up and throw it in

Rool's gun as he begins to recharge. Shaking off the second blow, Rool blasts out two spiked balls, then charges at you three times. When he stops, one of the two balls will return to normal. Use this ball to deliver a third injury.



ATTACK PHASE 2

Rool begins by shooting cannonballs at varying heights. Jump the low- and mid-level balls, and duck the high ones. The last ball is replaced by a barrel. Jump on the barrel to reveal a cannonball. Toss the cannonball into Rool's gun, and he'll charge across the screen. The Kroc king forces you to repeat this strategy first by shooting bouncing cannonballs, then by blasting a curling variety. Wait for

the curling balls to come close together, then leap over them. The last blast is a barrel containing a cannonball. Break it open and let Rool have it.

ATTACK PHASE 3

Now things start to get a little crazy. Rool will immediately charge you when he gets to his feet. When he reaches the opposite side, he'll shoot out three blue blobs intending to freeze you. If you get hit, press buttons furiously until you break out of the ice. Rool charges three times after the clouds pass, but this time he slowly begins to vanish. Watch the floor for a clue to his whereabouts. When he reappears, a cannonball will appear in the middle of the screen—pick it up and let him have it.

Rool musters three more attacks: bouncing red blobs which make you very slow, spiked balls, and purple blobs that reverse your controls. After avoiding each set, you'll get a cannonball. Each time, stuff it into Rool's gun.

After this you must run away from Rool as he disappears and reappears all over the screen. He'll try to suck you in with the gun, and you don't have a cannonball. Wait for him to begin to reappear, then run in the opposite direction. After several tries, a cannonball appears in the middle of the level. Grab it, and when Rool reappears, throw it into his gun, and he's history—whew!



WORLD VIII:

THE LOST WORLD

JUNGLE JINX



BLACK ICE BATTLE



KLOBBER CHAOS



FIERY FURNACE



ANIMAL ANTICS



BOSS: KROCODILE KORE

LEVEL 1: JUNGLE JINX

HINTS & SECRETS

Banana Bonus. At the start of the level, jump into the gate to find a banana bunch.

Don't Tread on Me. Use the giant tires to bounce your way through the level, but avoid getting flattened by them.

90

THE LOST WORLD

BONUS ROOM & DK COIN

Just before the Star Barrel you'll pass a Flitter hovering over some bones. To the left of the dragonfly you'll see a Banana Coin and a couple of bananas hanging off the side of a small cliff. Using Diddy's cartwheel jump, roll off the ledge and jump to the left to the Bonus Barrel. Finish the bonus level to obtain the DK Coin.



Objective: Destroy Them All

LEVEL 2: BLACK ICE BATTLE

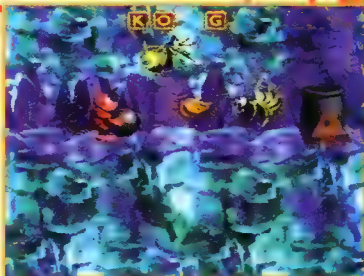
HINTS & SECRETS

Letter K. Look for the first letter as you approach the crossroads.

Extra Life? Shortly after the Letter K, you'll come to a lone Zinger hovering just to the left of the crossroads. Behind him is a passage with two Red Balloons and a Klobber. Take out the baddie in the barrel, and it's bonus city—mess up and you'll lose more lives than you'll gain.

BONUS ROOM & DK COIN

After the Letter N, you'll drop off a cliff and land on a Flitter's back. Bounce to the right into a small passage with a Klobber. Stomp on him and use his barrel on the two Zingers ahead. Bust open the treasure chest to get the cannonball. Carry the cannonball down past the bad-dies until you reach the bottom of a long slope. Drop off the edge and cling to the right side. You'll land next to a Zinger and the Letter G. Use the cannonball to force your way to the right and put it in the cannon. The DK Coin is in the Bonus Room.



Objective: Find the Token.

LEVEL 3: KLOBBER CHAOS

HINTS & SECRETS

Banana Coin. At the start, jump into the gate for some easy coinage.

Don't Just Sit There. If you miss a barrel while shooting throughout the level, don't just wait for your partner to succumb to the spikes below. Run to the right and you'll usually be able to save one life.



BONUS ROOM & DK COIN

You must have Diddy to reach this Bonus Room. At the end of the level, you'll jump into a Diddy Barrel and be shot into a Spinning Barrel. Rather than shooting down onto the target, shoot to the right and you'll be blasted into the Bonus Room. The DK Coin is inside.

Objective: Destroy Them All

LEVEL 4: FIERY FURNACE

HINTS & SECRETS

Banana Clues. This level is full of Steerable Barrels. Follow the bananas for the safest path.

Caution! Be quick about deciding which way to go or your barrel will decide for you!

BONUS ROOM & DK COIN

Near the end of the level, you'll come to a small island with a Cat-O'-9-Tails and a Steerable Barrel barely visible at the top of the screen. Get tossed by the feline or chuck your partner to get into this barrel, then follow the banana path to find the Bonus Barrel. You'll find the DK Coin in the Bonus Room.

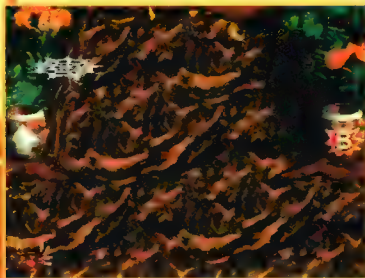
Objective: Find the Token.

LEVEL 5: ANIMAL ANTICS

HINTS & SECRETS

Enguarde. Look for the Enguarde Barrel so you can transform into your swordfish friend.

Letter O. After turning into Enguarde, swim down and to the left to find a hidden room and the second letter.



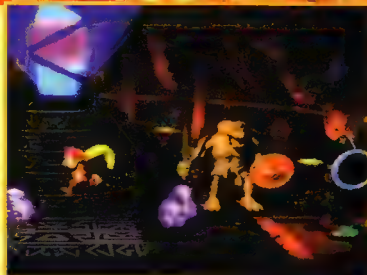
BONUS ROOM & DK COIN

At the end of the Squitter's first jaunt, you'll see a banana in the wall to the right. Make a web over the barrel and climb up the wall. Jump off the top of the screen and head toward the lone banana. You'll find the Bonus Barrel tucked in a small nook. The DK Coin is in the Bonus Room.

Objective: Destroy Them All!

BOSS: KROCODILE KORE

King K. Rool is back—soaked to the bone and sore about his first defeat. After charging his gun, he launches an all out attack. You won't get a chance to counter-attack for quite a while, so keep jumping and running. It only takes one hit to defeat K. Rool.



Before each attack, K. Rool will shoot out purple blobs. The blobs offer a preview of K. Rool's attack, but if one touches you, your character controls will be reversed. K. Rool's first and second attacks begin with purple blobs, followed by a series of spiked balls. Jump the low balls and duck the high ones.

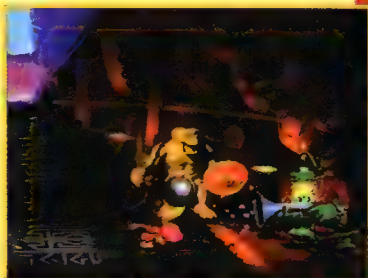


His third attack is a series of spiked balls at mid-level. Jump over each ball and land in the spaces between them. As K. Rool continues to shoot, the balls will get closer and closer together requiring more precise jumps.

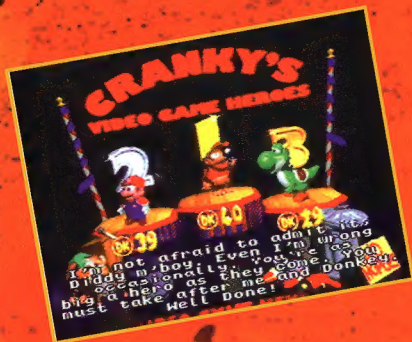
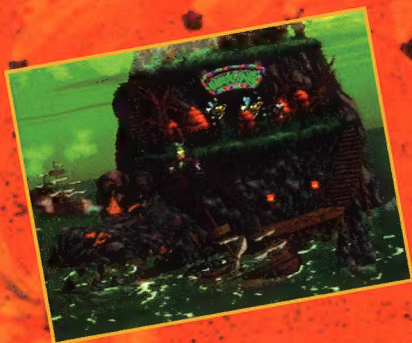
K. Rool mixes it up for his fourth attack. The king will first shoot a slow ball, then one to three fast balls. Go to the far left side of the screen and you'll be able to jump the fast balls before the slow one reaches you.

Next, K. Rool shoots out a series of closely-grouped balls. The first two groups contain three balls and can be easily jumped over. The last two contain four balls, but the fourth ball is lagging behind by just a bit. Jump the first three and duck or jump over the fourth.

Finally, K. Rool shoots a barrel at you. Bust open the barrel and you'll find a cannonball. Pick up the cannonball and toss it at K. Rool as soon as his gun begins to recharge. One good toss and K. Rool's island is history. Now sit back and watch a well deserved show.



THE END



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and enter all
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